1-2 PLAYER
GAME LEVEL
PAC-MAN

ATARI® 5200™

PAC-MAN*

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To insert your 5200™ game cartridge, hold the cartridge so the name on the label faces you and reads right-side-up. Then carefully insert the cartridge into the slot in the center of the console. Be sure the cartridge is firmly seated, but do not force it in. The **POWER ON/OFF** switch is located on the bottom right side of the 5200 console unit. Press this switch to turn the power on **AFTER** inserting your game cartridge. ***See your Owner's Manual for further details.***

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CATCH ME...

1. PAC-MAN COMES HOME

PAC-MAN has won the hearts of men, women, and children all over the world. So, ATARI has created a PAC-MAN game for your ATARI 5200 system. This PAC-MAN game has all the excitement and challenge of the arcade game. And now you can play it in the comfort and convenience of your home.

Why, PAC-MAN and Shadow, the red ghost, even provide half-time cartoon entertainment.

If challenge is what you're after, try playing the key game difficulty level. And, if you're new to PAC-MAN, don't worry. It's so easy to learn, you'll be a pro in no time.

So relax, read on, and enjoy the game.

IF YOU CAN!

2. GAME PLAY

Keep PAC-MAN alive. Guide him and guard him; protect him from the ghosts. Gobble dots, energy pills, fruit, bells, ATARI logos, keys, and ghosts to score points. Eat all the dots on the screen and the maze starts all over. Score 10,000 points and earn a bonus PAC-MAN.

The game starts with three PAC-MAN lives, which are indicated by three small PAC-MAN symbols at the lower left corner of the screen. When game play begins, PAC-MAN moves to the starting position at the center, close to the bottom of the screen. Use the joystick to guide PAC-MAN around the maze. As PAC-MAN passes over the dots, he gobbles them up and you score points *(see SCORING)*. Also in the maze are four large energy pills and four ghosts *(see **Figure 1**)*. The ghosts are out to devour PAC-MAN, but the energy pills give PAC-MAN the necessary power to gobble up the ghosts before the ghosts gobble him up.

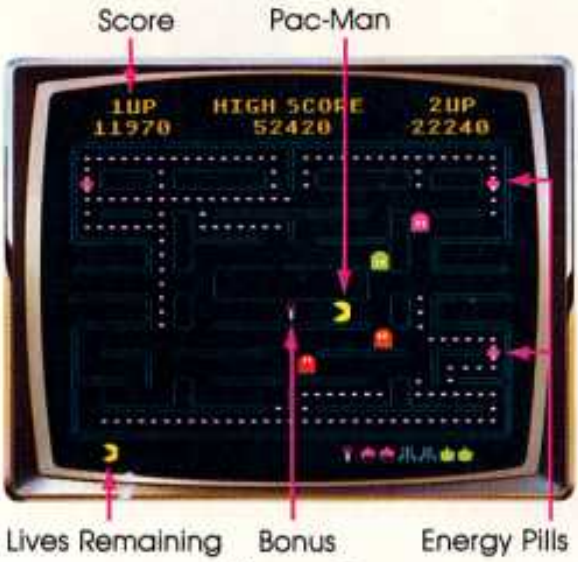
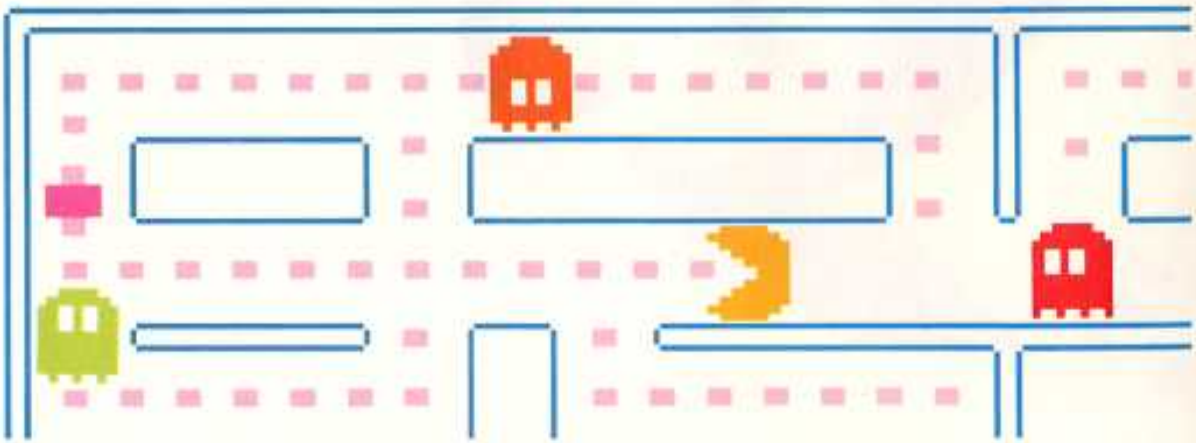


Figure 1

When PAC-MAN eats an energy pill, the ghosts turn blue with fright (*see* ***Figure 2***). PAC-MAN can then chase the ghosts and gobble them up. But watch out, when the ghosts start blinking, run quickly; they're about to change back to their true colors. The more ghosts you gobble up with one energy pill, the more points you score.

Figure 2

For a tasty bonus treat, PAC-MAN delights in munching fruit. Cherries, strawberries, oranges, apples, and melons appear at the center of the screen (*see* ***Figure 1***). They only last a few seconds, so grab the fruit quickly to score bonus points . After munching all the fruit, PAC-MAN can collect these other valuable bonus prizes: bells, ATARI logos, and keys. *(See SCORING, for the specific points you can score throughout the game.)*



3. USING THE 5200™ CONTROLLERS

Use your 5200 controllers with this ATARI game cartridge. Be sure to plug the controller cables firmly into the jacks at the front of the 5200 console. Use jack 1 for one-player games, and jacks 1 and 2 for two-player games. The player using jack 1 controls game selection and starts the game in two-player games.

Figure 3

KEYPAD OVERLAYS

For your convenience, two keypad overlays are included with this game. Slip the tabs into the slots above and below the keypad on your controller (*see* ***Figure 4***).

Figure 4

GAME SELECTION

Press * (1-2 PLAYER) to choose a one or two-player game.

Press # (GAME LEVEL) to choose the game difficulty level you wish to play. You can play PAC-MAN at the easiest level—cherries—or the most difficult level—key—or anything in between. Regardless of the level you start with, the game becomes increasingly more difficult with each new maze. If you don't make a selection, the program automatically sets to the cherries level.

GAME CONTROL KEYS

START

Press START to begin a game.

PAUSE

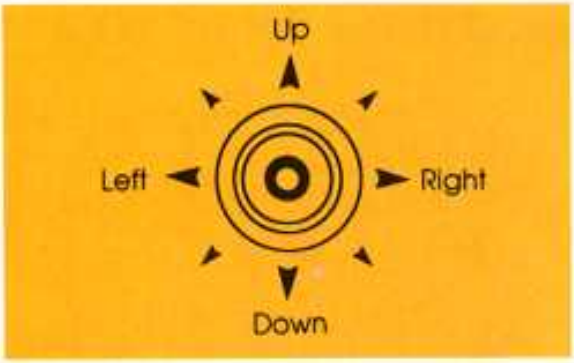
Press PAUSE at any time to freeze the action. Press PAUSE again to resume game play.

RESET

Press RESET to reset the game.

CONTROLLING PAC-MAN

Use the joystick to maneuver PAC-MAN up, down, right, or left around the maze. Use the joystick to slide PAC-MAN in and out of the openings on either side of the maze (*see* ***Figure 2***). If PAC-MAN exits on the right, he re-enters on the left; if he exits on the left, he re-enters on the right. But beware, the ghosts can travel these routes too!

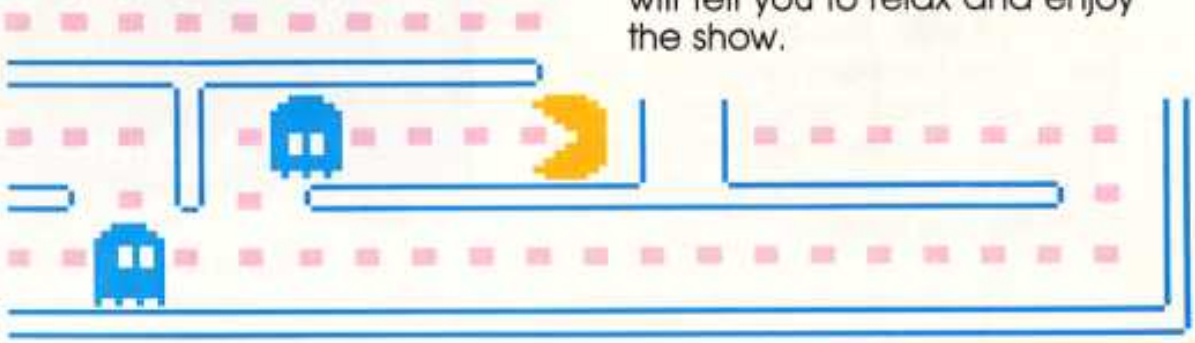


4. GAME LEVELS

You can start playing PAC-MAN at any one of eight game levels: cherries, strawberry, orange, apple, melon, ATARI logo, bell, or key. Regardless of the game level you start with, you will automatically go on to the next level after PAC-MAN eats all the dots on the maze. All levels can be played by one or two players.

The cherries level is a good choice for beginning PAC-MAN players. In this game, the ghosts move slowly and stay blue for a longer time.

At certain points between game levels, PAC-MAN provides half-time cartoon entertainment. We won't tell you exactly when the cartoons appear, but we will tell you to relax and enjoy the show.



5. SCORING

Scores appear at the top of the screen. The score for player 1 is on the left; player 2 score is on the right. The highest score is displayed at the center of the screen, and will continue to accumulate points until the 5200 console is turned off. (*See **Figure 2** for highest score.*)

Dot	10 POINTS	Apple	700 POINTS
Energy Pill	50 POINTS	Melon	1000 POINTS
Cherry	100 POINTS	Atari Logo	2000 POINTS
Strawberry	200 POINTS	Bell	3000 POINTS
Orange	500 POINTS	Key	5000 POINTS

First Ghost	Second Ghost	Third Ghost	Fourth Ghost
200 POINTS	400 POINTS	800 POINTS	1600 POINTS

6. SURVIVAL TACTICS

- Novice PAC-MAN players should practice eating all the dots to clear the maze before trying to eat ghosts.
- Stay close to an energy pill before you eat it, and tease the ghosts into moving toward you. When the ghosts get close, eat the energy pill and gobble up as many of them as you can.
- Use the side openings of the maze like escape tunnels. Move to either side while quickly evading the ghosts.
- Use strategy, and try to save your energy pills until you absolutely need them. When you are in a hurry, travel a route already cleared of dots. You move 20 percent faster if there are no dots in your path.
- Look for patterns in the maze. When you find one that works well, memorize it.

7. YOUR BEST GAME SCORES

Name	Date	Score
JSP	4/29/85	59690

Name	Date	Score

ATARI® PAC-MAN®

ATARI®

A Warner Communications Company

ATARI, INC., Consumer Division
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